Canous Rendering Context) Class Diagram Squire Leaf Cloud Position Vector velocity Dector position behita position: Vehtor velocity: Velitor sill inube relocity: Vehtor bige: number constructor () 5124: numbe draw () constructor() mar (_timeslice number) Constructor (-sice nambe) drewll move (timeslice number) move (- time slice : number) Vector x: numbe y: nambe constructor (x: numbe, y: numbe) set (-x:nubery:number)
sealt (-factur:number)
add (-ordded: Vector) random ()

Constructor position to set vewlily nith red color transform - almost same for Cloud & Squirel main add function update and instead of drawing function - new Leaf /Squirel/Cloud